



Weapons	CC		Short		Med		Long		Ext	
566 p 5225	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
Auto Pistol	+1	4	0	4						
Notes: One Handed										
Auto Shotgun	-1	5	+1	4	-1	4				
Notes: Two Handed										
Battleshield										
Notes: One Handed, -	1 mod to I	Dam roll w	hen attacked	from the f	front					
Blaster	0(x2)	4	0(x2)	4						
Notes: One Handed										
Combat Blade	0	S								
Notes: One Handed, M										
Claymore	-1	S+3								
Notes: Two Handed, N										
Enhanced Explosives										
Notes: The Pack requi	ires a CD o	check to ac	tivate. Roll	of each Pa	ck being det	tonated on	a 4+ it goe	s off. Place	e a Large C	Circular
emplate over the mo	del. Any i	models cau	ght by the te	mplate su	ffer Dam 5 ((x2). The	Suicide Bo	mber is kille	ed automat	tically.
Explosives Pack										
Notes: The Pack requi										
emplate over the mo	del. Any i	models cau	ght by the te	mplate su	ffer Dam 5 ((x2). The	Suicide Bo	mber is kille	ed automat	tically.
Flame Thrower										
Notes: Two Handed, I		•			* '					
Gauss Rifle	-1	5	0	5	0	5				
Notes: Two Handed										
Chain Gun	-2	6	+1(x2)	6	0	5				
Notes: Two Handed										
Colossus RMD VIII			0(x4)	8	0(x2)	8	0(x2)	8	-1	7
Notes: Mounted, Arm	our Piercii	ng (6)								
Grape Gun	0(x2)	5	0(x3)	5	-1	4				
T (O II 1 1										
Notes: One Handed										
Grenade Launcher			0	5	-1	5	-2	5		
Grenade Launcher	ndirect Fi	re, Ranged			-		-2	5		
Grenade Launcher Notes: Two Handed, I	ndirect Fi	re, Ranged			-		-2	5		
Grenade Launcher Notes: Two Handed, I Hand Grenades		-1	Template W	eapon – S	mall Circula	ar	-2	5		
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In		-1	Template W	eapon – S	mall Circula	ar	-2	5		
Notes: One Handed Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame Fhrower	ndirect Fir	-1 re, Ranged	Template W	eapon – S	mall Circula	ar	-2	5		
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame Fhrower	ndirect Fir +1	-1 re, Ranged	Template W 5 Template We	eapon – Si eapon – Si	mall Circula	ar r	-2	5		
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame Fhrower Notes: One Handed, In	ndirect Fir +1 ncendiary,	-1 re, Ranged	Template W 5 Template We	eapon – Si eapon – Si	mall Circula	ar r	-2	5	-1	5
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun	ndirect Fir +1 ncendiary,	-1 re, Ranged 4 Direct Ter	Template W 5 Template Weap	eapon – Si eapon – Si on – Smal	mall Circula mall Circula	r Dam 4			-1	5
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar	ndirect Fir +1 ncendiary, oons Team	-1 re, Ranged 4 Direct Ter	Template Work Template Work mplate Weap +1(x3)	eapon – Si eapon – Si on – Smal 6	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5	0 -1		-1 -2	5
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar	ndirect Fir +1 ncendiary, oons Team	-1 re, Ranged 4 Direct Ter	Template Work Template Work mplate Weap +1(x3)	eapon – Si eapon – Si on – Smal 6	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5	0 -1	5		
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap	ndirect Fir +1 ncendiary, oons Team	-1 re, Ranged 4 Direct Ter	Template Work Template Work mplate Weap +1(x3)	eapon – Si eapon – Si on – Smal 6	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5	0 -1	5		
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard	ndirect Fir +1 ncendiary, oons Team oon Team,	-1 e, Ranged 4 Direct Ter	Template Work Template Work mplate Weap +1(x3)	eapon – Si eapon – Si on – Smal 6	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5	0 -1	5		
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, II Light Flame Fhrower Notes: One Handed, II Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M	ndirect Fir +1 ncendiary, pons Team oon Team, -1 Ielee	-1 re, Ranged 4 Direct Ter Indirect Fi	Template Work Template Work mplate Weap +1(x3)	eapon – Si eapon – Si on – Smal 6	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5	0 -1	5		
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Fhrower Notes: One Handed, It Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (F	ndirect Fir +1 ncendiary, pons Team oon Team, -1 Ielee	-1 re, Ranged 4 Direct Ter Indirect Fi	Template W 5 Template Weap +1(x3) 0 re, Ranged T	eapon – Sreapon – Sreapon – Smal	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5	0 -1	5		
Grenade Launcher Notes: Two Handed, I Hand Grenades Notes: One Handed, In Light Flame	ndirect Fir +1 ncendiary, pons Team, -1 lelee First Strike	-1 re, Ranged 4 Direct Ter Indirect Fi 6 e) e (x1) with	Template W 5 Template Weap +1(x3) 0 re, Ranged T	eapon – Sreapon – Sreapon – Smal	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5	0 -1	5		
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Thrower Notes: One Handed, In Mounted Chain Gun Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Fe Serpent Standard (Lee Vulture Standard (Mo	ndirect Fir +1 ncendiary, pons Team, -1 lelee First Strike	-1 re, Ranged 4 Direct Ter Indirect Fi 6 e) e (x1) with	Template W 5 Template Weap +1(x3) 0 re, Ranged T	eapon – Sreapon – Sreapon – Smale 6 6 Gemplate V	mall Circula mall Circula Il Teardrop, +1(x2) -1	Dam 4 5 6 mall Circu	0 -1	5		
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Fhrower Notes: One Handed, It Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Le Vulture Standard (Mi Rocket Launcher	ndirect Fir +1 ncendiary, cons Team, -1 felee First Strike ethal Strike	-1 re, Ranged 4 Direct Ten Indirect Fi 6 e) e (x1) with ots (x2) with	Template W 5 Template Weap +1(x3) 0 re, Ranged T	eapon – Sreapon – Sreapon – Smal	mall Circula mall Circula Il Teardrop, +1(x2) -1 Weapon – Sr	Dam 4 5	0 -1 lar	5		
Grenade Launcher Notes: Two Handed, In Hand Grenades Notes: One Handed, In Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Le Vulture Standard (Mi Rocket Launcher Notes: Two Handed, A	ndirect Fir +1 ncendiary, cons Team, -1 felee First Strike ethal Strike	-1 re, Ranged 4 Direct Ten Indirect Fi 6 e) e (x1) with ots (x2) with	Template W 5 Template Weap +1(x3) 0 re, Ranged T	eapon – Sreapon – Sreapon – Smale 6 6 Gemplate V	mall Circula mall Circula Il Teardrop, +1(x2) -1 Weapon – Sr	Dam 4 5 6 mall Circu	0 -1 lar	5		
Grenade Launcher Notes: Two Handed, In Hand Grenades Notes: One Handed, In Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Fe Serpent Standard (Le Vulture Standard (Mi Rocket Launcher Notes: Two Handed, A Griper Rifle	ndirect Fir +1 ncendiary, cons Team, -1 felee First Strike ethal Strike ultiple Sho	-1 re, Ranged 4 Direct Ten Indirect Fi 6 e) e (x1) with ots (x2) with	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Blach Auto Shote -1	eapon – Sreapon – Sreapon – Smale 6 6 Gemplate V	mall Circula mall Circula Il Teardrop, +1(x2) -1 Weapon – Sr	Dam 4 5 6 mall Circu	0 -1 lar	5		6
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Mounted Chain Gun Mortar Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Fe Serpent Standard (Lee Vulture Standard (Mo	ndirect Fir +1 ncendiary, cons Team, -1 felee First Strike ethal Strike ultiple Sho	-1 re, Ranged 4 Direct Ten Indirect Fi 6 e) e (x1) with ots (x2) with	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Blach Auto Shote -1	eapon – Sreapon – Sreapon – Smale 6 6 Gemplate V	mall Circula mall Circula Il Teardrop, +1(x2) -1 Weapon – Sr	Dam 4 5 6 mall Circu	0 -1 lar	5		6
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Le Vulture Standard (M Rocket Launcher Notes: Two Handed, A Sniper Rifle Notes: Two Handed File Notes: Two Handed	ndirect Fir +1 ncendiary, noons Team, -1 felee First Strike othal Strike ultiple Sho	Indirect Fi 6 e) e (x1) with ots (x2) with criming (5) 5	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Black h Auto Shote -1 +2 -1	eapon – Sieapon	mall Circula mall Circula ll Teardrop, +1(x2) -1 Weapon – Sr -2 +1 0	Dam 4 5 6 mall Circu 7(x3) 5	0 -1 lar	5 6 7(x3) 4	-2	3
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Fhrower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Le Vulture Standard (M Rocket Launcher Notes: Two Handed, A Sniper Rifle Notes: Two Handed Fhermite Bolt Notes: Two Handed	ndirect Fir +1 ncendiary, noons Team, -1 felee First Strike othal Strike ultiple Sho Armour Pic -1 ndirect, A	Indirect Fi 6 e) e (x1) with ots (x2) with ercing (5) 6 rmour Pier	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Black h Auto Shoty -1 +2 -1 cing (3) in M	eapon – Sieapon	mall Circula mall Circula ll Teardrop, +1(x2) -1 Weapon – Sr -2 +1 0	Dam 4 5 6 mall Circu 7(x3) 5	0 -1 lar	5 6 7(x3) 4	-2	3
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Firower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Le Vulture Standard (M Rocket Launcher Notes: Two Handed, A Sniper Rifle Notes: Two Handed Firmite Bolt Notes: Two Handed Firmite Bolt Notes: Two Handed, It Panti-Personnel (Tem	ndirect Fir +1 ncendiary, noons Team, -1 felee First Strike othal Strike ultiple Sho Armour Pir -1 ndirect, A	Indirect Fi 6 e) e (x1) with ots (x2) with ercing (5) 6 rmour Pier	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Black h Auto Shoty -1 +2 -1 cing (3) in M	eapon – Sieapon	mall Circula mall Circula ll Teardrop, +1(x2) -1 Weapon – Sr -2 +1 0	Dam 4 5 6 mall Circu 7(x3) 5	0 -1 lar	5 6 7(x3) 4	-2	3
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Forower Notes: One Handed, In Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Le Vulture Standard (M: Rocket Launcher Notes: Two Handed, A Schiper Rifle Notes: Two Handed Fhermite Bolt Notes: Two Handed, It Panti-Personnel (Tem	ndirect Fir +1 ncendiary, noons Team, -1 felee First Strike othal Strike ultiple Sho -1 -1 ndirect, A uplate Wea	Indirect Fi 6 e) e (x1) with ots (x2) with ercing (5) 6 rmour Pier	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Black h Auto Shoty -1 +2 -1 cing (3) in M	eapon – Sieapon	mall Circula mall Circula ll Teardrop, +1(x2) -1 Weapon – Sr -2 +1 0	Dam 4 5 6 mall Circu 7(x3) 5	0 -1 lar	5 6 7(x3) 4	-2	3
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Forower Notes: One Handed, In Notes: One Handed, In Notes: Mounted Weap Mortar Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, In Notes: Two Handed (It Notes: Two Handed, In Notes: Two Handed, In Notes: Two Handed Foromatic Bolt Notes: Two Handed Thermite Bolt Notes: Two Handed, In Notes: Two Handed Thermite Bolt Notes: Two Handed, In Notes: Two Handed	ndirect Fir +1 ncendiary, poons Team, -1 Ielee First Strike othal Strike ultiple Sho -1 -1 Indirect, A splate Wea 5 (x2))	Indirect Fine (x1) with ots (x2) with ercing (5) 6 rmour Pier ppon – Sma	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Black h Auto Shote -1 +2 -1 cing (3) in M ll Circular)	eapon – Sieapon	mall Circula mall Circula ll Teardrop, +1(x2) -1 Weapon – Sr -2 +1 0	Dam 4 5 6 mall Circu 7(x3) 5	0 -1 lar	5 6 7(x3) 4	-2	3
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Thrower Notes: One Handed, In Notes: Mounted Chain Gun Notes: Mounted Weap Mortar Notes: Mounted Weap Legion Standard Note: Two Handed, M Scorpion Standard (Le Vulture Standard (M Rocket Launcher Notes: Two Handed, A Schiper Rifle Notes: Two Handed Thermite Bolt Notes: Two Handed, I Anti-Personnel (Tem Anti-Armour (Dam 6 Thermite Spear Notes: One Handed, I Steric Spear Notes: One Handed, I Steric Spear	ndirect Fir +1 ncendiary, noons Team, -1 lelee First Strike othal Strike ultiple Sho Armour Pir -1 Indirect, A pplate Wea 5 (x2)) -1 Melee, Arm	Indirect Fine (x1) with ots (x2) with ercing (5) 6 rmour Pierci 7 mour Pierci	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Black h Auto Shote -1 +2 -1 cing (3) in M ll Circular)	deapon – Sieapon	mall Circula mall Circula Il Teardrop, +1(x2) -1 Weapon – Sr -2 +1 0 nti-Armour	Dam 4 5 6 mall Circu 7(x3) 5 6 mode.	0 -1 lar	5 6 7(x3) 4	-2	3
Grenade Launcher Notes: Two Handed, It Hand Grenades Notes: One Handed, It Light Flame Chrower Notes: One Handed, In Notes: Mounted Weap Mortar Notes: Two Handed, M Notes Two Handed (M Notes Two Handed Notes: Two Handed Notes: Two Handed Chermite Bolt Notes: Two Handed, It Mati-Personnel (Tem Anti-Armour (Dam 6 Chermite Spear	ndirect Fir +1 ncendiary, noons Team, -1 lelee First Strike ethal Strike ultiple Sho Armour Pir -1 -1 ndirect, A pplate Wea 5 (x2)) -1 Melee, Arm	Indirect Fi (a) Indirect Fi (b) (c) (e) (x1) with ots (x2) with ots (x2) with ots (x2) mour Pieripon – Sma 7 mour Pierci S(x3)	Template W 5 Template Weap +1(x3) 0 re, Ranged T Combat Black h Auto Shote -1 +2 -1 cing (3) in M Il Circular)	deapon – Sieapon	mall Circula mall Circula ll Teardrop, +1(x2) -1 Weapon – Sr -2 +1 0 nti-Armour	Dam 4 5 6 mall Circu 7(x3) 5 6 mode.	0 -1 lar -3 0 -1	5 6 7(x3) 4 6	-1 -2	3 6

Shooting Table										
Models SH	1	2	3	4	5	6	7	8	9	10
Score to Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Note that a natural 1 always fails and a natural 10 always passes.

Shooting to Hit M	Shooting to Hit Modifiers						
-1	Shooting unit has moved						
-1	Size 1 target						
+1	Size 4 – 5 target						
+2	Size 6 – 7 target						
+3	Size 8 – 9 target						
-2	Speculative Shot						

Close Combat Table										
	Defenders AS									
Attackers AS	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Close Combat to H	Close Combat to Hit Modifiers						
-2	Unit is Panicked						
+1	When Charging or Counter Charging						
+1	When using a weapon in each hand						
+1	Defending Cover						
+2	Opponent is Panicked						

Damage Table										
_					Targ	gets T				
Damage	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Damage Modifiers	
+1	Using a weapon in each hand

Command Table										
Models CD	1	2	3	4	5	6	7	8	9	10
Score to Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

Rally Check Modifiers						
-1	If enemy units within Long Range and LOS					
-2	If enemy units within Medium Range and LOS					
-3	If enemy units within Short Range and LOS					